

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

Introduction

The Script - Bevel Reflect Logo (BRL)

BRL is a powerful 'plug-in script' supplied by GIMP CHAT founder GnuTux, which is widely used in GIMP and allows for the easy creation of **reflective bevelled text and images** by leveraging the standard GIMP 'ML Bevel Reflect Plug-in'.

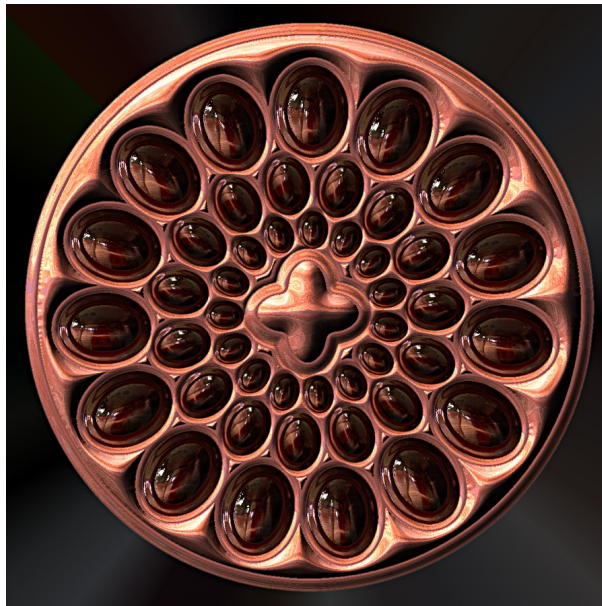
BRL is flexible with many user selectable options and used by many people in many ways to produce digital art.

The Author – Oldmangrumpy (OMG)

OMG has been learning and using GIMP for just over a year now; like many seniors OMG has found it to be an excellent and challenging pass time that can produce exhilarating results. BRL has featured significantly in OMG output posted to GIMP CHAT, particularly in recent times in combination wood and glass effect images.

Recently OMG has been asked to provide some BRL assistance to other fledgling users of GIMP on design methods and in particular about *“The ones you did with the gems or glass set in wood, it looks like spaces were carved out for them. How did you get that?”*

The following OMG created image is the subject of the question:



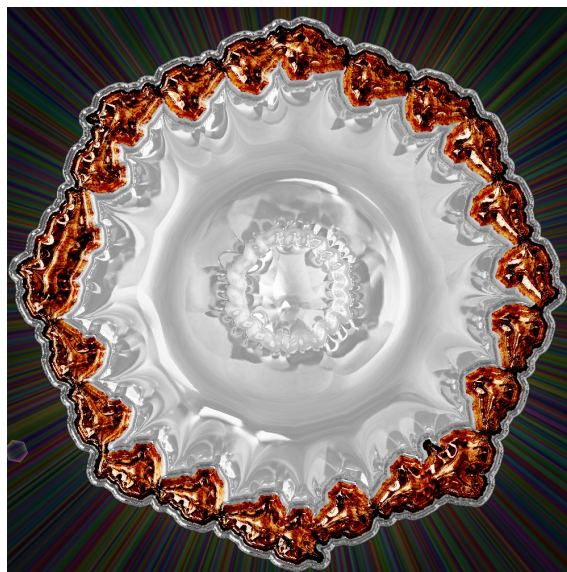
So this tutorial is the response to the request and it will contain and demonstrate some methods used to achieve similar results.

'Topographical Design'

Firstly let's define why OMG uses this term. **Topography** is a field of geoscience and planetary science comprising the study of **surface shape and features**. We are using BRL to provide within in a two dimensional format the illusion of surface height and depth, that is three dimensional shapes and contours. So we plan our designs to best provide and reflect that desire. These other OMG images also reflect this principal and use some of the methods covered in this tutorial plus have the additional benefit

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

of using script based multiple 'path' generators.



Features Used In This Tutorial

GIMP has many add on scripts and plug-in programs to assist any graphic artist; however they typically meet individual user needs. Therefore, other than BRL¹, this tutorial will use only standard GIMP features and make an assumption that anybody attempting the tutorial has some reasonable knowledge of GIMP program navigation, its dialogues, layers, blend modes and paths.

The tutorial is provided as a step by step work flow – if you do anything “wrong”, learn to love the GIMP ‘undo’ capabilities.

'Tools' Included In The Tutorial Package ZIP File

The following items are included as 'free gifts' as part of the 'user' toolkit for the tutorial. Including them in GIMP will allow direct comparison of results with this OMG tutorial and the example XCF file (also included).

- Brush – 'The 'raniwisp' brush is used to create required paths
- Pattern - 'omg xmas bells' – a pattern drawn from a gradient using the colours of a beautiful native Australian flower
- E-maps – 'gemclear' – the base clear glass e-map created by OMG from an original 'gem' e-map provided by GIMP CHAT member Lylejk
'wgmap17' - a highly reflective 'glass' simulation e-map from Wallace the very well known GIMP CHAT guru
'victorian ash' – a wood simulation e-map from OMG

For **Windows**, before you open GIMP, the first two files need to be extracted from the ZIP file and placed in:

Users>Username>gimp-2.x>brushes

Users>Username>gimp-2.x>patterns

They should be available the next time you start GIMP. The three e-maps need to be extracted and placed in your folder of choice, to be selected when you enter the parameters for BRL.

¹ Please note the script requirements at <http://registry.gimp.org/node/32324>

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

For **other operating systems** – please check your requirements on what must be done.

Your Target Result

With any luck, after completing this tutorial, your outcome should look something like this:



Tutorial - Step By Step Instructions

Please note that all layers and paths will be 'named' for reference purposes. Remember to save your XCF file on a regular basis.

Phase 1 – Setting up the design and relevant paths (*tedious but worth it*)

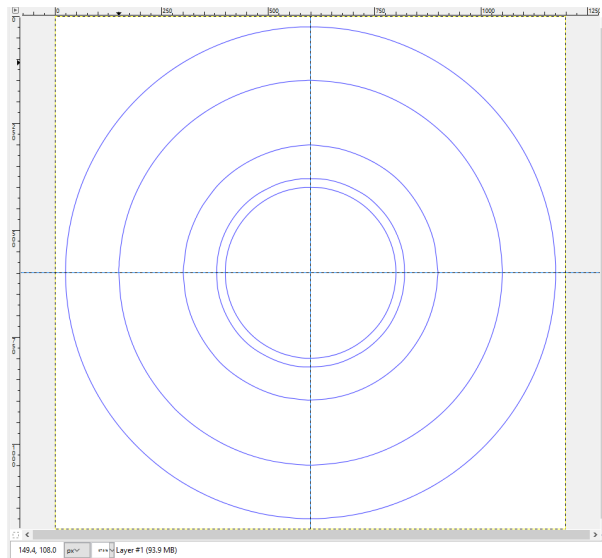
Phase 1.1 – The ellipse paths

1. Open a new canvas of **1200 x 1200** pixels
2. Click on the Paths Dialogue Tab to reveal an empty dialogue window
3. Move your cursor to the top horizontal ruler and drag a 'guide' down to the **600** pixel level on the left ruler
4. Move your cursor to the left 'vertical' ruler and drag a 'guide' across to the **600** pixel level on the top ruler; this provides centre located 'cross hairs' for positioning our paths
5. Select the **Ellipse Select Tool**; set it to a Fixed Size of **1150 x 1150** pixels
6. Drag the ellipse selection onto the canvas and position its 'centre cross' on the centre of your cross hair guides
7. When satisfied with the position, press the Enter key; you should now see your selection in the form of those famous 'marching ants'
8. Right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
9. A new path icon named 'Selection' will appear in the Paths window
10. Click the 'eye' symbol to make it visible on the canvas then rename this path to **'circ 1150'**
11. Your original 'selection' should still be visible on the canvas; so right click your mouse on the canvas area and choose **Select>Shrink**. In the shrink value box that appears, enter the value of **125** (pixels) and click OK or press Enter
12. The selection of marching ants should now grow smaller; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

13. A new path icon named 'Selection' will appear in the Paths window
14. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**circ 900**'
15. Your 'selection' should still be visible on the canvas; so right click your mouse on the canvas area and choose **Select>Shrink**. In the shrink value box that appears, enter the value of **150** (pixels) and click OK or press Enter
16. The selection of marching ants should now grow smaller; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
17. A new path icon named 'Selection' will appear in the Paths window
18. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**circ 600**'
19. Your 'selection' should still be visible on the canvas; so right click your mouse on the canvas area and choose **Select>Shrink**. In the shrink value box that appears, enter the value of **75** (pixels) and click OK or press Enter
20. The selection of marching ants should now grow smaller; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
21. A new path icon named 'Selection' will appear in the Paths window
22. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**circ 440**'
23. Your 'selection' should still be visible on the canvas; so right click your mouse on the canvas area and choose **Select>Shrink**. In the shrink value box that appears, enter the value of **20** (pixels) and click OK or press Enter
24. The selection of marching ants should now grow smaller; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
25. A new path icon named 'Selection' will appear in the Paths window
26. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**circ 400**'
27. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus

You should now have 5 ellipse paths of progressively decreasing radius, showing on your canvas like this.



Phase 1.2 – The rounded cross feature paths

1. Select the **Rectangle Select Tool**; set it to a Fixed Size of **100 x 300** pixels and set **Rounded Corners** of **50%**
2. Drag the rectangle selection onto the canvas and position its 'centre cross' on the centre of your cross hair guides
3. When satisfied with the position, press the Enter key; you should now see your selection in the

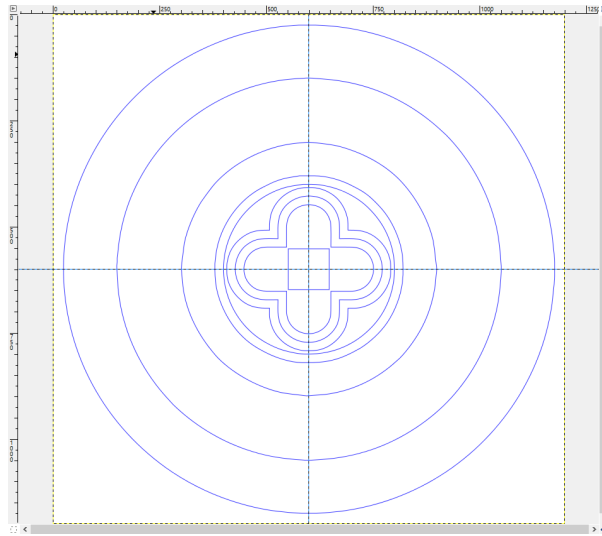
Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

form of those famous 'marching ants'

4. Right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
5. A new path icon named 'Selection' will appear in the Paths window
6. Click the 'eye' symbol to make it visible on the canvas then rename this path to **'rect 100x300'**
7. We have now finished with this 'selection' so right click your mouse on the canvas area and choose **Select>None**.
8. Select and duplicate path **'rect 100x300'**
9. With the new path **'rect 100x300 copy'** currently selected, choose the **Rotate Tool**; in **Tool Options** select the 'paths icon' as the **Transform** object
10. Click on the canvas to show the **Rotate** options window and set the **Angle** option to **90 degrees**, then click OK or press Enter. You should now see a crossed paths shape in the centre of your canvas
11. With the **'rect 100x300 copy'** path selected, right click your mouse and choose **Path to Selection** from the menu; the marching ants should appear on the horizontal part of the cross
12. Now select path **'rect 100x300'** and right click your mouse and choose **Intersect with Selection** from the menu; the marching ants should now appear as a small square in the centre of the cross
13. Right click your mouse and choose **Select>To Path** from the drop menus
14. A new path icon named 'Selection' will appear in the Paths window
15. Click the 'eye' symbol to make it visible on the canvas then rename this path to **'centre square'**
16. We have now finished with this 'selection' so right click your mouse on the canvas area and choose **Select>None**
17. Now all paths should be visible with the 'eye' icons showing; turn off the 'eyes' and make all paths invisible except the **'rect 100x300'** and **'rect 100x300 copy'** paths
18. With the **'rect 100x300 copy'** path selected, right click your mouse and choose **Merge Visible Paths** from the menu; the two paths will merge to form a single rounded cross path. Rename this merged path as **'centre cross'**
19. Make all paths visible again
20. With the **'centre cross'** path selected, right click your mouse and choose **Path to Selection** from the menu; the marching ants will appear as the selection around the cross on the canvas
21. With your mouse on the canvas area right click and choose **Select>Grow** from the menu to make the **Grow Selection** window appear
22. Enter the value **20** (pixels) in the 'grow selection by' option and click OK or press Enter
23. The selection of marching ants should now grow larger; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
24. A new path icon named 'Selection' will appear in the Paths window
25. Click the 'eye' symbol to make it visible on the canvas then rename this path to **'cross expanded 20'**
26. The the marching ants will still appear as the selection around the expanded cross on the canvas
27. With your mouse on the canvas area right click and choose **Select>Grow** from the menu to make the **Grow Selection** window appear
28. Enter the value **20** (pixels) in the 'grow selection by' option and click OK or press Enter
29. The selection of marching ants should now grow larger; right click your mouse on the canvas area and choose **Select>To Path** from the drop menus
30. A new path icon named 'Selection' will appear in the Paths window
31. Click the 'eye' symbol to make it visible on the canvas then rename this path to **'cross expanded 40'**
32. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus

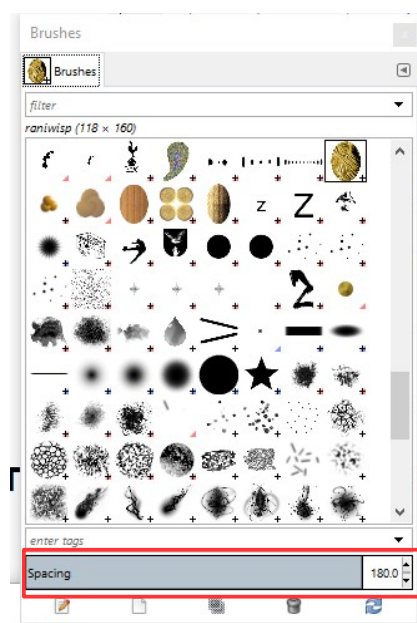
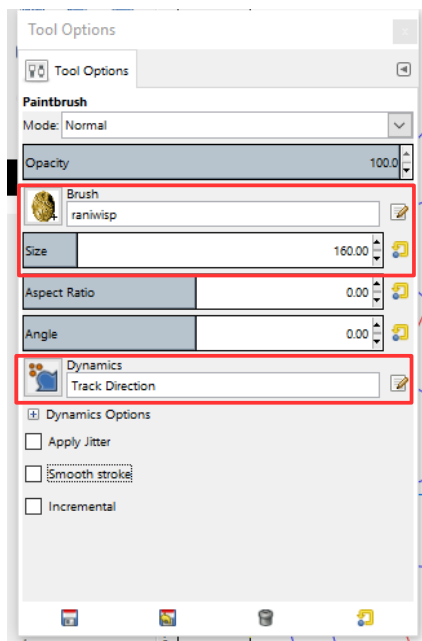
You should now have the 5 ellipse paths of progressively decreasing radius, the centre square and 3 centre cross paths showing on your canvas like this.

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)



Phase 1.3 – The oval and circular 'indentation' feature paths (nearly there!)

1. Select the **Paintbrush Tool** and then select the '**raniwisp**' brush provided with this tutorial
2. Adjust the brush Size option to **160** pixels
3. Open the **Dynamics** selection drop down menu and select **Track Direction**
4. In the **Brushes dialogue box** set the **Spacing** option at **180** (per cent)



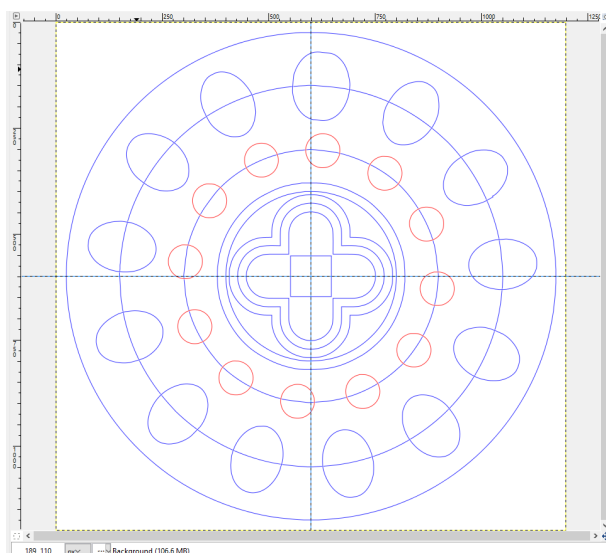
5. In the **Layers** tab open a new transparent layer and name it '**raniwisp 60px @ 180%**' and leave it as the active layer
6. Now in the paths tab select the '**circ 900**' path as the active path, then select GIMP menu **Edit>Stroke Path** to open the stroke path window
7. Select the **Stroke with a paint tool** option and check the **Emulate brush dynamics** check box
8. Click the **Stroke** button and GIMP will generate a circular series of (almost²) equally spaced oval brush strokes along the '**circ 900**' path
9. Now in the **Paintbrush Tool** and select the '**2. Hardness 100**' brush
10. Adjust the brush Size option to **80** pixels

2 Just noticed that brush strokes at 12 o'clock overlay slightly but never mind – no harm

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

11. In the **Brushes dialogue box** set the **Spacing** option at 200 (per cent)
12. In the **Layers** tab open a new transparent layer and name it '**H100 80px @ 200%**' and leave it as the active layer
13. In the paths tab select the '**circ 600**' path as the active path, then select GIMP menu **Edit>Stroke Path** to open the stroke path window
14. Select the **Stroke with a paint tool** option and check the **Emulate brush dynamics** check box
15. Click the **Stroke** button and GIMP will generate a circular series of equally spaced round brush strokes along the '**circ 600**' path
16. In the **Layers tab** select the '**H100 80px @ 200%**' layer; select the **Fuzzy Select Tool** and click on a transparent area to highlight the circles with those marching ants; right click the mouse and choose **Select>Select Invert** to select the black dots
17. Right click the mouse and choose **Select>To Path**
18. A new path icon named 'Selection' will appear in the Paths tab
19. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**H100 80px @ 200%**'
20. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus
21. Again in the **Layers tab** select the '**raniwisp 60px @ 180%**' layer; select the **Fuzzy Select Tool** and click on a transparent area to highlight the oval shapes with those marching ants; right click the mouse and choose **Select>Select Invert** to select the wispy oval shapes
22. Right click the mouse and choose **Select>To Path**
23. A new path icon named 'Selection' will appear in the Paths tab
24. Click the 'eye' symbol to make it visible on the canvas then rename this path to '**raniwisp 60px @ 180%**'
25. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus

That completes Section 1 and your canvas should now contain the 5 ellipse paths of progressively decreasing radius, the centre square, 3 centre cross paths and two sets of circular brush paths showing just like this:



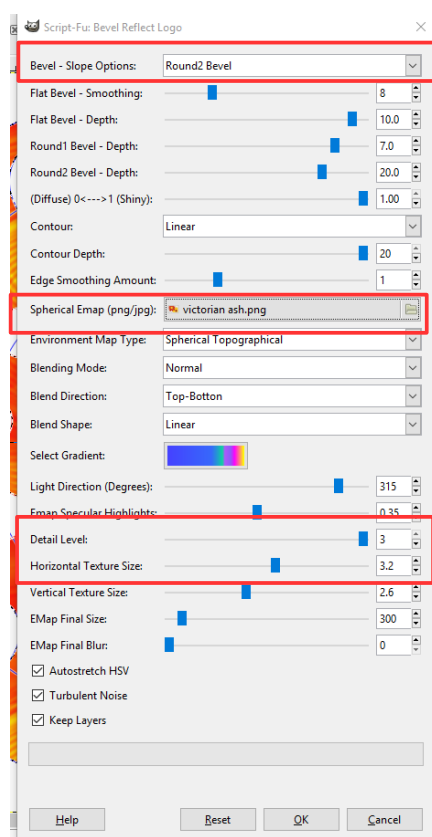
OK so now the fun begins!

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

Phase 2 – Running BRL to complete the wood and glass frame

Phase 2.1 – The first wood layer in the frame

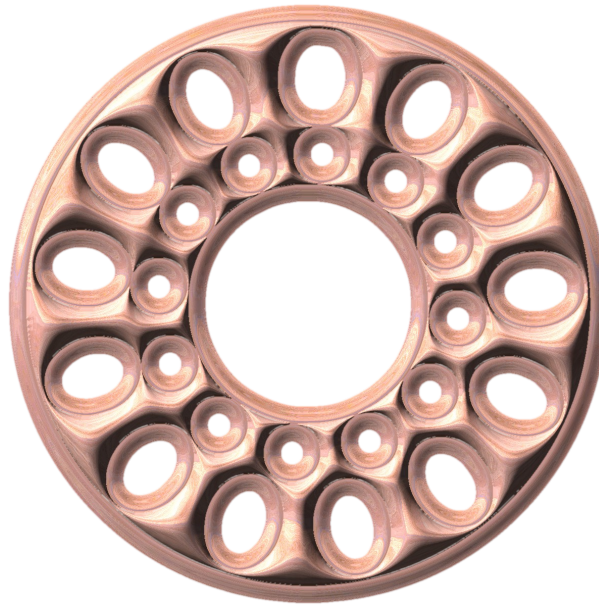
1. On the layers tab, make all layers except **Background** invisible and then create a new transparent layer
2. On the Paths tab right click on '**circ 1150**' and select **Path to Selection**
3. Next, still on the Paths tab, right click on '**circ 440**' and select **Subtract from Selection**
4. Next, still on the Paths tab, right click on '**H100 80px @ 200%**' and select **Subtract from Selection**
5. Next, still on the Paths tab, right click on '**raniwisp 160px @ 180%**' and select **Subtract from Selection**
6. You should see a selection of marching ants formed from steps 2 through 5
7. Switch to the Layers tab and select the new transparent layer from 2.1 above
8. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
9. Then select the **omg xmas bells** pattern supplied with this tutorial
10. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
11. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
12. For the purposes of this tutorial leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Choose the **Round2bevel** option
 2. Select the **victorian ash.png** e-map provided with this tutorial
 3. Move the **Detail Level** slider to its maximum value of **3**
 4. Move the **Horizontal Texture Size** slider to a value of **3.2**



Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

13. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**

14. On completion of the image, you may now exclaim “Wow, look at that!”



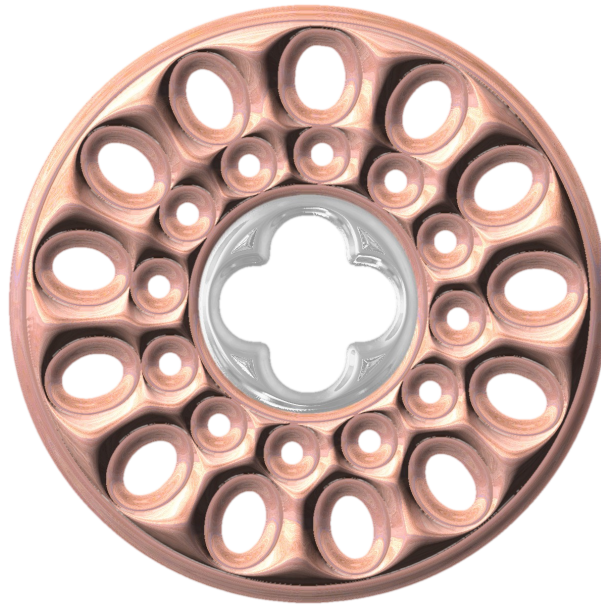
15. A new layer will have been generated called BR Logo; rename this layer as '**vic ash linear @ 20,3,3.2**' – this name will help us remember the settings we used to create the image

16. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus

Phase 2.2 – The first glass layer in the frame

1. On the Paths tab right click on '**circ 400**' and select **Path to Selection**
2. Next, still on the Paths tab, right click on '**cross expanded 40**' and select **Subtract from Selection**
3. Switch to the Layers tab and create a new transparent layer
4. You should see a selection of marching ants formed from steps 1 and 2 above
5. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
6. Then select the **omg xmas bells** pattern supplied with this tutorial
7. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
8. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
9. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **gem clear.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
10. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
11. A new clear glass layer will now have been generated called BR Logo; rename this layer as '**clear linear @ 20,3,3.2**'
12. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

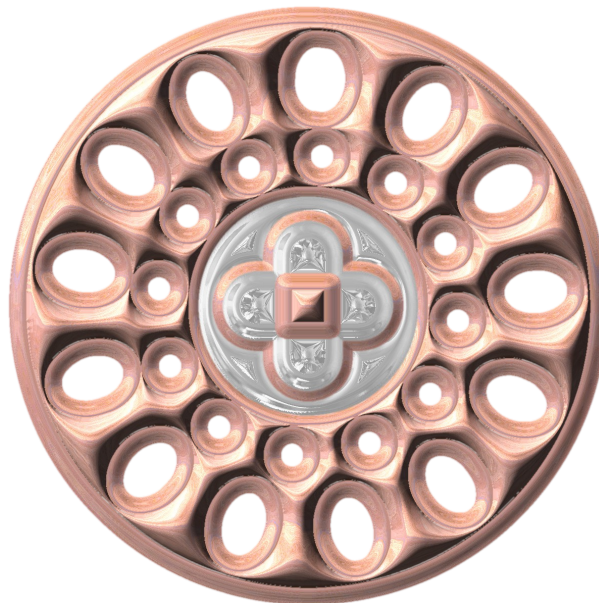


Phase 2.3 – The remaining wood and glass layers in the frame

1. On the Paths tab right click on '**cross expanded 20**' and select **Path to Selection**
2. Next, still on the Paths tab, right click on '**centre cross**' and select **Subtract from Selection**
3. Switch to the Layers tab and create a new transparent layer
4. You should see a selection of marching ants formed from steps 1 and 2 above
5. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
6. Then select the **omg xmas bells** pattern supplied with this tutorial
7. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
8. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
9. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **victorian ash.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
10. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
11. A new thin wood outline layer will now have been generated called BR Logo; rename this layer as '**vic ash 2 linear @ 20,3,3.2**'
12. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus
13. On the Paths tab right click on '**centre cross**' and select **Path to Selection**
14. Next, still on the Paths tab, right click on '**centre square**' and select **Subtract from Selection**
15. Switch to the Layers tab and create a new transparent layer
16. You should see a selection of marching ants formed from steps 13 and 14 above
17. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
18. Then select the **omg xmas bells** pattern supplied with this tutorial
19. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
20. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

21. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **gem clear.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
22. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
23. A new clear glass layer will now have been generated called BR Logo; rename this layer as **'clear 2 linear @ 20,3,3.2'**
24. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus
25. On the Paths tab right click on **'centre square'** and select **Path to Selection**
26. Switch to the Layers tab and create a new transparent layer
27. You should see a selection of marching ants formed from steps 23 above
28. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
29. Then select the **omg xmas bells** pattern supplied with this tutorial
30. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
31. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
32. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **victorian ash.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
33. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
34. A new thin wood outline layer will now have been generated called BR Logo; rename this layer as **'vic ash 3 linear @ 20,3,3.2'**
35. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus



Now that completes the wood/glass frame and all we need to do now is to put in some shiny gems. We will look at some other easy options with the frame later!

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

Phase 3 – Running BRL to add the shiny glass gems

1. On the Paths tab right click on '**raniwisp 160px @ 180%**' and select **Path to Selection**
2. Switch to the Layers tab and create a new transparent layer
3. You should see a selection of marching ants formed from step 1 above
4. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
5. Then select the **omg xmas bells** pattern supplied with this tutorial
6. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
7. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
8. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **wgmap17.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
9. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
10. A new shiny glass layer will now have been generated called BR Logo; rename this layer as '**gem 1 linear @ 20,3,3.2**'
11. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus
12. On the Paths tab right click on '**H100 80px @ 200%**' and select **Path to Selection**
13. Switch to the Layers tab and create a new transparent layer
14. You should see a selection of marching ants formed from step 1 above
15. Select the **Bucket Fill Tool**; in the **Tool Options** select the **Pattern fill** and the **Fill whole selection** radio buttons
16. Then select the **omg xmas bells** pattern supplied with this tutorial
17. Now place the cursor in a valid fill area of the selection and left click the mouse to fill the selection with this pattern
18. Now on the GIMP menu select **Filters>Alpha to Logo>Bevel Reflect Logo** to display the BRL window
19. Again leave all BRL settings at their default values, except those noted below and highlighted by red boxes in the image also below:
 1. Keep the **Round2bevel** option
 2. Select the **gem clear.png** e-map provided with this tutorial
 3. Keep the **Detail Level** slider at its maximum value of **3**
 4. Keep the **Horizontal Texture Size** slider at a value of **3.2**
20. Confirm that you have entered the recommended settings and then click **OK** or press **Enter**
21. A new clear glass layer will now have been generated called BR Logo; rename this layer as '**gem 2 linear @ 20,3,3.2**'
22. We have now finished with this selection so right click your mouse on the canvas area and choose **Select>None** from the drop menus
23. Now move the '**gem 2 linear @ 20,3,3.2**' layer to immediately below the layer named '**vic ash linear @ 20,3,3.2**'
24. Also move the pattern filled **BRL Logo Copy** layer from which '**gem 2 linear @ 20,3,3.2**' was created to immediately below '**vic ash linear @ 20,3,3.2**', make it visible and change its blend mode to **Overlay**
25. Now select '**gem 2 linear @ 20,3,3.2**' and duplicate it; change the blend mode of the duplicated layer to **Burn** and move it to just below '**vic ash linear @ 20,3,3.2**'; you should now see little orange gems nestled in their wooden cups

Some methods used by Oldmangrumpy to help in 'topographical design' for GIMP images using Bevel Reflect Logo (BRL)

26. We have now completed this section and the basic tutorial – well done

You should now have a completed image looking like this:



Some other things you can do:

1. Move layers around to see the difference it makes
2. Try 'overlaying' the wood or clear glass layers with colours, blends or patterns
3. Try using different 'blend modes' for effect
4. Try using 'colorize' options on the clear glass layers

Thank you for trying out this tutorial – hopefully it has some value and you have learned something.